## Year 1 Mathematics (Number) Meeting Expectations

- Count reliably to 100
- Count on and back in $1 \mathrm{~s}, 2 \mathrm{~s}, 5 \mathrm{~s}$, and 10 s from any given number to 100
- Write all numbers in words to 20
- Say the number that is one more or one less than a number to 100
- Recall all pairs of addition and subtraction number bonds to 20
- Add and subtract 1-digit and 2-digit numbers to 20, including zero
- Know the signs (+); (-) and (=)
- Solve a missing number problem, such as $5=8-x$
- Solve a one-step problem involving an addition and subtraction, using concrete objects, pictorial representations and arrays
- Solve a one-step problem involving a multiplication and division, using concrete objects, pictorial representations and arrays

Year 1 Mathematics (Measurement and Geometry) Meeting Expectations

- Recognise all coins: £1;50p; 20p; 10p; and 1p
- Recognise and name the 2D shapes: circle; triangle; square and oblong
- Recognise and name the 3D shapes: cube; sphere; cuboid
- Name the days of the week and months of the year
- Tell the time to 'o'clock' and half past the hour


## Year 1 Mathematics Securing Expectations

- Count reliably well beyond 100
- Count on and back in 3s from any given number to beyond 100
- Say the number that is 10 more or 10 less than a number to 100
- Know the signs (+); (-); (=); (<); (>)
- Apply knowledge of number to solve a one-step problem involving addition, subtraction and simple multiplication and division
- Add and subtract 1-digit and 2-digit numbers to 50, including zero
- Recognise all coins and notes and know their value
- Use coins to pay for items bought up to £1
- Use knowledge of time to know when key periods of the day happen, for example, lunchtime, home time, etc.
- Recognise different 2D and 3D shapes in the environment

